JaeHyun **Park**

(858)442-2240 | pjaehyun1998@gmail.com | www.jaehyunpark.me | jpark178 | jpark178

Skills

Languages: SQL, C++ , C#, Python, HTML5, CSS3
Tools / Tech : MongoDB, PSQL, MySQL, Git, Agile, Bootstrap, jQuery, Node.js, Unity, Bash, Verilog, Express.js

Experience

Becton Dickinson *San Diego, CA*

SQL Database Administrator Intern *June 2017 - September 2017*

- collaborate with senior in-house teams to **design** and **develop** a better **UI** for EHR / clinical note system (biomedical literature)
- Configure / maintain servers and processes. Used data and ER modeling techniques / schema refining to visualize to senior developers in **query optimization** (**PostgreSQL**)
- Deployed modifications in configuration management and system reporting and assisted in hardware and **software test** evaluations

Projects

Hotel Database Management System </>

- **Bash** and **PSQL scripts** to create the DB on localhost. Query-able **UI** was created using **Java.**
- Database **optimized** by **115**% increased performance for query functionality with **B+ tree indices** through **analysis** of initial schemas used to create sql tables.

Space Drifters </>

- **Agile team lead** for game **design** and **development** for a 2D Platform Shooter created in **Unity** (**C#**) with Visual Studio.
- Implemented advanced game features including weapon / health / sound systems, UI/UX features, and procedural map generation and **custom sprites** for space platforms

SharingBeats </>

- **Web Application** that can recommend songs and artists based on currently nearby users or users that have previously attended the area using Spotify's API. Selection based on user interests with filtering of music genres and language. Lead **Bootstrap** and **Vue.js** frontend with a Firebase backend.

opPipe </>

- Simplified **openGL** 3D rendering **graphics pipeline** created through vertex and fragment shading calls to rasterization and interpolation. Triangle Rasterization with clipping and z-buffer for hidden surfaces.
- The perspective and flat interpolation is implemented through image-space barycentric coordinates

VR Slice and Dice </>

- **Unity3D** Virtual Reality Course Project in C# using mesh-cutting API and **texture-mapping** to fake geometric structure on the flying "fruit" objects. Implemented with spatial aliasing with **mipmap** to fix distortion on the fixed space environment. (**SCRUM** Team environment)

Education

University of California, Riverside *Riverside, CA*

B.S. in Computer Science , Magna Cum Laude *Graduated June 2020*

- Relevant Coursework: Machine Learning & Data Mining, Virtual Reality, Artificial Intelligence, Computer Graphics, Object-Oriented Programming, Discrete Structures, Data Structures & Algorithms, Database Management, Operating Systems, Computer Architecture, Compilers, Software Engineering / Construction, Automata and Formal Languages, Parallel Programming